

# OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY



## Treasures

# PRE-RELEASE PDF

## Pre-Release

This is a pre-release PDF version of this book for backers of the Old-School Essentials Advanced Fantasy Kickstarter.

The book is in a near-finished state, with all content in place. Some artwork and final tweaks remain to be completed.

We hope that you enjoy the book!

## Reporting Errata

If you notice anything untoward in the book, please let us know so that we can fix it before going to print.

The best way to report errors is via the **Community** discussion feature at [itch.io](https://necroticgnome.itch.io/old-school-essentials-advanced-fantasy-treasures-pre-release): <https://necroticgnome.itch.io/old-school-essentials-advanced-fantasy-treasures-pre-release>

# OLD-SCHOOL ESSENTIALS

## ADVANCED FANTASY

### Treasures

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# INTRODUCTION

## ADVANCED TREASURES

The 1970s Advanced edition of the world's most popular fantasy RPG is treasured by old-school gamers for its vast selection of weird and wonderful magic items.

This book brings a selection of that creative and wondrous magic into the *Old-School Essentials* game, all presented in the usual easy-to-read format.

### Using With Other Treasures Books

Referees who are using additional magic items from other books (e.g. the items in *Old-School Essentials Classic Fantasy*) may roll for magic items as follows:

1. **Select item table:** Randomly determine which magic item table to use. For example, if Classic Fantasy magic items and items from this book are being used, a d6 roll of 1–3 may indicate a Classic Fantasy magic item and 4–6 a magic item from this book.
2. **Roll on item table:** Roll on the selected magic item table as normal.

### Command Words

Some magic items are activated by the speaking of a *command word*, which must be known by the character in order to use the item. Discovering command words for a magic item may not be easy:

► **Guesswork:** Sometimes, characters may be able to guess a command word, perhaps using previous clues as to the nature of a magic item or its creator.

► **Inscribed on item:** A command word may simply be written on the item.

► **Recorded elsewhere:** A command word may be written on another object (e.g. in a book), which may be found together with the magic item or may be in an entirely different location.

► **Obfuscation:** Command words may be written in obscure (even dead) languages, in code, in the form of a riddle, as script that can only be read by magic, or in invisible script.

► **Lost command words:** Sometimes a command word has simply been lost. In this case, characters may need to hire the services of a sage or employ divination magic to discover the command word.

## REQUIRED BOOKS

### Old-School Essentials Classic Fantasy

This book is a supplement for *Old-School Essentials Classic Fantasy* (the *Black Box / Rules Tome*).

### Advanced Fantasy: Monsters

A handful of magic items can summon monsters from this book. If this book is not in use, either re-roll such magic items or alter them to summon different monsters.

# MISCELLANEOUS ITEMS

## Miscellaneous Magic Items

### d% Item

- 01 Alchemist's Beaker
- 02 Amulet of Prot. Against Possession
- 03 Apparatus of the Crab
- 04 Arrow of Location
- 05 Bag of Transformation
- 06 Book of Foul Corruption
- 07 Book of Infinite Spells
- 08 Book of Sublime Holiness
- 09 Boots of Dancing
- 10 Bracers of Armour
- 11 Bracers of Defencelessness
- 12 Brooch of Shielding
- 13 Candle of Invocation
- 14 Chime of Opening
- 15 Chime of Ravening
- 16 Cloak of Defence
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- 18 Cloak of Poison
- 19 Cloak of the Manta Ray
- 20 Crystal Hypnosis Ball
- 21 Cube of Force
- 22 Cube of Frost Resistance
- 23 Decanter of Endless Water
- 24 Deck of Many Things
- 25 Drums of Thunder
- 26 Dust of Appearance
- 27 Dust of Disappearance
- 28 Dust of Sneezing and Choking
- 29 Eyes of Charming
- 30 Eyes of Minuscule Sight
- 31 Eyes of Petrification

### d% Item

- 32 Eyes of the Eagle
- 33 Feather Token
- 34 Figurines of Wondrous Power
- 35 Folding Boat
- 36 Gem of Brightness
- 37 Gem of Monster Attraction
- 38 Gem of Pristine Faceting
- 39 Gem of Seeing
- 40 Gloves of Dexterity
- 41 Gloves of Swimming and Climbing
- 42 Horn of Cave-Ins
- 43 Horn of Frothing
- 44 Horn of the Tritons
- 45 Horn of Valhalla
- 46 Horseshoes of a Zephyr
- 47 Horseshoes of Speed
- 48 Incense of Meditation
- 49 Incense of Obsession
- 50 Instant Fortress
- 51 Ioun Stones
- 52 Iron Flask
- 53 Jug of Endless Liquids
- 54 Libram of Arcane Power
- 55 Loadstone
- 56 Luckstone
- 57 Lyre of Building
- 58 Marvellous Pigments
- 59 Medallion of Thought Projection
- 60 Mirror of Mental Prowess
- 61 Mirror of Opposition
- 62 Necklace of Adaptation



## Miscellaneous Magic Items (Cont.)

### d% Item

63	Necklace of Fireballs
64	Necklace of Strangulation
65	Net of Aquatic Snaring
66	Net of Snaring
67	Oil of Insubstantiality
68	Oil of Slipperiness
69	Pearl of Power
70	Pearl of Wisdom
71	Periapt of Foul Rotting
72	Periapt of Health
73	Periapt of Proof Against Poison
74	Periapt of Wound Closure
75	Phylactery of Betrayal
76	Phylactery of Faithfulness
77	Phylactery of Longevity
78	Pipes of the Sewers
79	Portable Hole
80	Purse of Plentiful Coin
81	Restorative Ointment

### d% Item

82	Robe of Blending
83	Robe of Eyes
84	Robe of Powerlessness
85	Robe of Scintillating Colours
86	Robe of the Archmagi
87	Robe of Useful Items
88	Rope of Entanglement
89	Rope of Strangulation
90	Rug of Suffocation
91	Saw of Felling
92	Scarab of Chaos
93	Scarab of Death
94	Scarab of Rage
95	Spade of Mighty Digging
96	Sphere of Annihilation
97	Sweet Water
98	Talisman of the Sphere
99	Vacuous Grimoire
00	Well of Many Worlds

## Alchemist's Beaker

A glass beaker containing a liquid with 1d4+1 different layers. Each layer has the effects of a magic potion.

- **Potion types:** The referee randomly selects the 1d4+1 potion types. (Duplicates and detrimental potions are possible.)
- **Pouring:** Potions are always poured out in the order of the layers.
- **Mixing potions:** Is dangerous. See *Potions* under *Treasures* in *Old-School Essentials Classic Fantasy*.
- **Replenishing:** Once all layers have been poured out, the liquid replenishes after a number of days equal to the number of potions in the beaker.
- **Expiration:** Every month, the beaker stops being able to produce the lowest layer of the liquid, eventually losing its magical power altogether.

## Amulet of Protection Against Possession

An amulet that prevents disembodied spirits from entering and possessing the wearer's body.

- **Magic jar:** The magic-user spell *magic jar* (see *Magic-User Spells* in *Old-School Essentials Classic Fantasy*) cannot affect the wearer.
- **Ghostly possession:** The possession attack of a ghost is ineffective against the wearer. (See *Advanced Fantasy: Monsters*.)

## Apparatus of the Crab

A large (6' tall, 4' around) iron barrel which acts as a mechanical aquatic vehicle. Appears like a giant crab when in use.

- ▶ **Secret entry hatch:** A secret entry hatch in one side allows entry to the apparatus.
- ▶ **Levers:** Inside the apparatus are a series of levers with the following effects:
  - a. **Extend/retract legs and tail:** With legs and tail extended, the apparatus can move at a rate of 60' (20') on land or in water.
  - b. **Uncover/cover forward porthole**
  - c. **Uncover/cover side portholes**
  - d. **Extend/retract pincers:** When extended, the apparatus can attack.
  - e. **Snap pincers:** Two attacks per round, THAC0 19 [0], 2d6 damage.
  - f. **Move forward/backward**
  - g. **Turn left/right**
  - h. **Rise/sink in water**
  - i. **Open/close eyes:** Project light in a 30' radius around the apparatus.
  - j. **Open/close secret hatch:** When closed, the apparatus is watertight.
- ▶ **Combat stats:** The apparatus is treated as a vehicle (see *Vehicles* in *Old-School Essentials Classic Fantasy*) with AC 0 [19] and 40 hull points.
- ▶ **Crew:** Up to 2 human-sized people can fit inside the apparatus.
- ▶ **Air:** Once sealed, there is air sufficient for 1d4+1 hours (twice that if only a single person is inside).

## Arrow of Location

A normal-looking arrow with the power to point the way to certain dungeon features.

- ▶ **Activating:** The arrow must be thrown into the air and the type of feature to be located stated out loud. The arrow falls onto the ground pointing in the direction of the nearest feature of the named type.
- ▶ **Types of features:** Dungeon entrance/exit, stairway up, stairway down.
- ▶ **Usage frequency:** The direction to a dungeon feature may be requested only once per day. Once the nearest feature has been indicated, the arrow may be thrown up to 7 additional times (at 1 turn intervals) and will indicate the direction to the previously located feature.

## Bag of Transformation

A normal-looking small sack that can magically hold large objects and weights. Its magic is unstable and after some time will transmute objects placed inside.

- ▶ **Size:** Objects of up to 10'×5'×3' can fit inside the bag.
- ▶ **Weight:** Up to 10,000 coins of weight can be placed in the bag.
- ▶ **When full:** The bag weighs 600 coins.
- ▶ **Unstable magic:** After 1d6 days of use, the bag becomes cursed.
- ▶ **Curse:** When the curse is active, precious items in the bag are transmuted into worthless items (e.g. precious metals into lead, gems into rocks, magic items into normal items, etc.).



### Book of Foul Corruption

An unremarkable book with a powerful, unholy enchantment. Opening the book produces an effect dependent on the class and alignment of the character.

- ▶ **Divine casters (lawful):** Must **save versus death** or die.
- ▶ **Divine casters (neutral):** Change alignment to chaotic.
- ▶ **Divine casters (chaotic):** Sense the book's foulness and may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only gain this benefit once, even if another book of foul corruption is discovered.
- ▶ **Arcane casters:** Must **save versus spells** or lose 1 point of INT.
- ▶ **Other classes (lawful):** Suffer 4d10 damage.
- ▶ **Other classes (neutral):** Change alignment to chaotic.
- ▶ **Other classes (chaotic):** Unaffected.
- ▶ **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.

### Book of Infinite Spells

A tome of great magical power with 1d8 + 12 pages. Each page grants the owner the ability to cast a spell.

- ▶ **Non-spell casters:** Suffer 5d4 damage and are paralysed for 5d4 turns upon first opening the book. Thereafter, they may benefit as normal from its powers.
- ▶ **Reading a page:** The owner gains the ability to cast the associated spell. Spells are of level 1–5 and may be of any type (e.g. cleric, druid, magic-user). Level and type are determined randomly per page.
- ▶ **Turning to another page:** The spell on the previous page disappears forever and the owner loses the ability to cast it. Once all pages have been read, the book is empty.
- ▶ **Casting spells:** The owner may cast the spell on the last page read once per day. If the spell is one that the character could normally cast (according to class and level), they can cast it 4 times a day.
- ▶ **Each time a spell is cast:** There is a 1-in-6 chance of the spell disappearing from its page in the book. The owner loses the ability to cast the spell and must turn to another page.
- ▶ **Storing the book:** The owner benefits from the book's power even if it is not on their person. It may thus be stored.

## Book of Sublime Holiness

An unremarkable book with a powerful, holy enchantment. The effects of opening the book depend on the class and alignment of the character.

► **Divine casters (lawful):** Sense that the book is holy and may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only gain this benefit once, even if another book of sublime holiness is discovered.

► **Divine casters (neutral or chaotic):** Lose one experience level. This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). The character's XP is reduced to halfway between the former and new levels. If this would reduce the character below 1st level, they are either unaffected (neutral alignment) or die (chaotic).

► **Arcane casters:** Must **save versus spells** or lose 1 point of INT.

► **Other classes (lawful or neutral):** Unaffected.

► **Other classes (chaotic):** Suffer 4d10 damage.

► **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.

## Boots of Dancing

Cursed boots which cause the wearer to dance uncontrollably.

► **Melee or evasion:** The curse takes effect when the character is in melee or evading an encounter.

► **Effects of dancing:** Cannot attack or move, -4 penalty to AC, -4 penalty to all saving throws.

► **Removing:** Once the curse is active, the character cannot remove the boots. The curse can only be removed with magic (e.g. *remove curse*).

## Bracers of Armour

Enchanted wrist-guards which grant the wearer protection as if wearing armour.

► **AC granted:** The bracers grant an AC of  $8 - 1d4$  [ $11 + 1d4$ ]. (The AC granted by each pair of bracers is fixed.)

► **Wearing along with armour:** The bracers grant no benefit.

## Bracers of Defencelessness

Cursed wrist-guards which seem to grant the wearer protection as if they were wearing armour, but actually render them defenceless.

► **When initially worn:** The bracers grant an AC of 5 [14], as long as the character wears no armour.

► **Dangerous combat:** Once the wearer is in a dangerous combat situation, the bracers' curse activates.

► **Curse of defencelessness:** Once the curse is activated, the wearer's AC is 9 [10]. Any bonuses due to DEX or other magical protections are negated.

► **Removing:** Once the curse is active, the character cannot remove the bracers. The curse can only be removed by magic (e.g. *remove curse*).

## Brooch of Shielding

A clasp of silver or gold (usually without jewels) which protects the wearer from *magic missiles* (from spells, wands, etc.).

► **Absorbing damage:** *Magic missiles* target and hit the character normally, but the brooch absorbs the damage inflicted.

► **Limited protection:** Once the brooch has negated 101 hit points of damage from *magic missiles*, its power is spent.

► **Once spent:** The brooch dissolves, becoming utterly useless.

## Candle of Invocation

Specially consecrated candles associated with a specific alignment (determined randomly). Characters of that alignment gain benefits when lighting the candle.

► **If lit by a divine caster:** The character is able to memorize and cast spells as if they were two experience levels higher, as long as the candle burns. When the candle goes out, any memorized spells beyond those the character may normally have are lost.

► **If lit by another character:** The character gains a +1 bonus to attack rolls and saving throws, as long as the candle burns.

► **Duration:** The candle burns for a total of 4 hours. It can be extinguished and relit.



## Chime of Opening

A 1' long, hollow metal tube which has the power to open bonds, locks, portals, etc. when sounded.

► **Opening:** Each time the chime is sounded and left to ring for one minute, one portal, lock, lid, bar, etc. (as selected by the user), is caused to open.

► **Noise:** There is a 1-in-6 chance of wandering monsters being attracted each time the chime is sounded.

► **Magical locks:** *Hold portal* and *wizard lock* spells are negated (the latter only if cast by a character below 9th level).

► **Charges:** After being sounded 4d20 times, the chime shatters.

## Chime of Ravening

A 1' long, hollow metal tube which brings about maddening hunger when sounded.

► **Affected creatures:** All within 60'.

► **Creatures with food:** Will drop anything in their hands and immediately consume the available food for 1d6 rounds.

► **Creatures without food:** Will move as fast as possible to the location where the chime was sounded. Once there, they will attempt to kill and eat anyone present.

► **Sating hunger:** Each round a creature eats, it may **save versus spells** to end the ravenous hunger.

## Cloak of Defence

A cloak of any possible appearance or material which magically protects the wearer from harm.

► **Protection:** The wearer gains a bonus to AC and all saving throws.

► **Bonus:** When the cloak is found, roll 1d8: 1-4: +1, 5-6: +2, 7-8: +3.

► **Wearing with armour:** If the character uses a shield, wears armour heavier than leather, or wears magical armour, the cloak has no effect.

## Cloak of Flight

A plain-looking black cloak which can grant the power of flight to the wearer.

- ▶ **Command word:** Upon speaking the correct command word, the cloak transforms into a pair of great bat wings (20' wingspan), allowing the wearer to fly for a limited period.
- ▶ **Movement rate:** 360' (120') for up to 2 turns, 180' (60') for up to 4 turns, or 120' (40') for up to 8 turns.
- ▶ **Load:** The character can fly with up to their normal maximum load.
- ▶ **Rest:** Following a flight of the maximum number of turns listed above, the character must lay down and rest for 6 turns. Shorter flights require the character to rest proportionally less (e.g. a flight at the fastest rate for 1 turn requires 3 turns of rest).
- ▶ **Usage frequency:** Up to once per day.

## Cloak of Poison

A woollen cloak which instantly slays anyone who dons it.

- ▶ **Handling:** The cloak can be handled safely.
- ▶ **Reviving the victim:** As long as the cloak remains in place, the victim cannot be restored to life.
- ▶ **Removing:** Once donned, can only be removed by magic (e.g. *remove curse*). The victim may then be revived by other magic (first to neutralize the poison and then to restore life).

## Cloak of the Manta Ray

A leather cloak which wraps around the wearer when submerged in salt water, granting them abilities like those of a manta ray.

- ▶ **Breathing water:** The wearer can breathe underwater.
- ▶ **Movement:** The wearer can swim at 180' (60') with ray-like wings.
- ▶ **Armour Class:** The wearer's AC is 6 [13], unless improved by magical armour or protective devices.
- ▶ **Attacks:** The wearer can attack once a round with a tail barb (for 1d6 damage) and may also free their arms from the cloak to make other attacks.
- ▶ **Disguise:** While wearing the cloak underwater, the wearer is 90% indistinguishable from a real manta ray.

## Crystal Hypnosis Ball

Grants an arcane spell caster false visions of any place or object that is brought to mind, while in reality bringing the user under the sway of a baleful intelligence.

- ▶ **False visions:** The user sees the desired place or object in the crystal ball for up to 1 turn, but all impressions are false.
- ▶ **Usage frequency:** Grants visions at most 3 times a day.
- ▶ **Malign contact:** In reality, the user comes into mental contact with the creator of the crystal ball—a malignant magic-user, lich, extra-planar entity, etc. The visions are fabricated by that being.
- ▶ **Mind control:** Following each use of the crystal ball, a suggestion is telepathically implanted in the mind of the user. These suggestions cause the user to gradually come under the influence of the remote intelligence, eventually coming to do its bidding.

## Cube of Force

A  $\frac{3}{4}$  inch cube of bone, ivory, or stone. Pressing the faces of the cube activates a 10' cubic force field around the character.

- **Pressing faces:** Each face of the cube activates or deactivates the force field, with the effects shown in the table below.
- **Charges:** The cube has 36 charges per day. Activating the force field consumes a number of charges per turn (see table).
- **Blocking other effects:** Effects other than those listed in the table can be blocked, but cost additional charges: catapult shot / thrown boulders: 1 charge; wall of fire / non-magical inferno: 2; fire ball / passwall: 3; lightning bolt: 4; horn of blasting / disintegrate: 6.

### Cube of Force Effects by Side

#	Charges	Move	Keeps Out
1	1	120' (30')	Gases, wind
2	2	90' (30')	Nonliving matter
3	3	60' (20')	Living things
4	4	30' (10')	Magic
5	6	30' (10')	All things
6	0	Normal	Deactivates

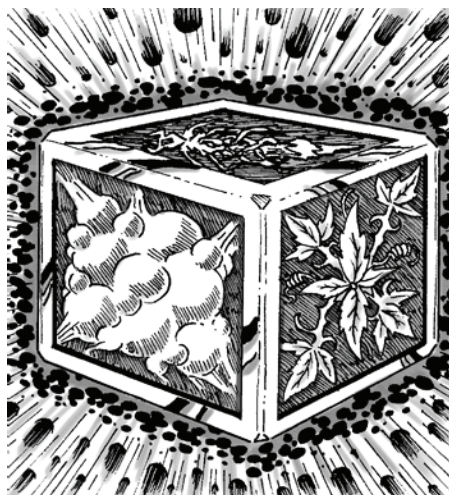
**Charges:** Charges expended per turn.

**Move:** Maximum movement rate while force field of this type is active.

## Cube of Frost Resistance

A  $\frac{3}{4}$  inch cube of bone, ivory, or stone. Pressing a face activates a 10' cubic field of protection around the character.

- **Inside the field:** A pleasant ambient temperature is maintained even if external conditions are much colder.
- **Cold-based attacks:** Are absorbed by the field. If more than 50 hit points of damage are absorbed in the space of 1 turn, the field collapses and cannot be reactivated for 1 hour.



## Decanter of Endless Water

A stoppered flask which, upon speaking the proper command word, pours forth fresh or salt water at three different rates of flow.

- **Stream:** A trickle of 1 gallon (8 pints) per round.
- **Fountain:** A 5' high fountain of 5 gallons per round.
- **Geyser:** A 20' long jet of 30 gallons per round. Anyone holding the decanter must make a STR check each round or be knocked down by the force of the geyser.
- **Attacking:** The geyser can be used as a missile attack (20' range), inflicting 1d2 damage per hit.
- **Filling spaces:** The geyser will fill a 10' cubic space every 4 turns.
- **Stopping the flow:** A command word stops the water flowing, allowing the stopper to be put back in.

## Deck of Many Things

A deck of 22 ivory or vellum cards stored in a box or leather pouch. Each card is inscribed with an image and a set of magical glyphs.

► **Cards in the deck:** The deck of many things may be simulated with 22 normal playing cards (indicated alongside the name of each card, below).

► **Drawing cards:** A character may elect to draw up to 4 cards from the deck, being affected by the magical effects of each card (see below). Drawn cards magically return to the deck.

► **Once only:** Each character may only draw once (1–4 cards) from a deck of many things.

### Sun (King of Diamonds)

Gain 50,000 XP and one beneficial miscellaneous magic item. (Roll for the magic item until something beneficial to the character comes up.)

### Moon (Queen of Diamonds)

1d4 wishes, which must be used within 1 turn per wish received.

### Star (Jack of Diamonds)

Prime requisite increases by 2 points. If this would raise the score above 18, the points are instead allocated to random ability scores.

### Vizier (Ace of Diamonds)

Grants the true and thorough answer to one question or problem. The question may be posed immediately or at any time in the future.

### Comet (2 of Diamonds)

Single-handedly defeat the next hostile monster(s) encountered to gain a level.

### Throne (King of Hearts)

CHA increases to 18 and the character gains possession of a small keep.

### Key (Queen of Hearts)

Gain a random treasure map plus a random magic weapon, staff, or wand (as appropriate to the character).

### Knight (Jack of Hearts)

Gain the loyal service of a 4th level fighter.

### Fates (Ace of Hearts)

Allows the character to avoid one situation or the effects of one event, usable at any point in the future. The character's companions do not gain the same benefit.

### Gem (2 of Hearts)

Gain 20 random gems or 20 random pieces of jewellery.

### The Void (King of Clubs)

The character becomes a mindless automaton, their soul trapped in a prison on another world or plane of existence. The soul can only be retrieved by questing (even a wish cannot retrieve it). When this card is drawn, the deck of many things disappears —no further cards can be drawn.

### Flames (Queen of Clubs)

A powerful chaotic monster from another plane of existence becomes aware of the character and schemes to destroy them.



### Skull (Jack of Clubs)

A lesser grim reaper appears and attacks the character, who must defeat it alone. If the character is slain, they can never be returned to life. If other characters help in the battle, lesser grim reapers appear to fight them as well.

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**Lesser Grim Reaper:** AC -3 [22], HD 10\*\* (45hp), Att 1 × scythe (2d8), THACO 11 [+8], MV 120' (40'), SV D6 W7 P8 B8 S10 (10), ML 12, AL Neutral, XP 2,300, NA 1 (1), TT None

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► **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Initiative:** Always wins.

► **Attacks:** Always hits.

► **Energy immunity:** Unharmed by cold, fire, and electricity.

### Idiot (Ace of Clubs)

Lose 1d4 points of INT. The character may choose to draw another card.

### Talons (2 of Clubs)

All magic items owned by the character vanish instantly and permanently.

### Ruin (King of Spades)

All money, valuables, and property owned by the character vanish instantly and permanently.

### Medusa (Queen of Spades)

Suffer a permanent -3 penalty to saves vs petrification.

### Rogue (Jack of Spades)

A friendly NPC (a retainer, if the character has any) becomes utterly and permanently hostile toward the character. The hatred is initially secret and will only be revealed at a devastating moment.

### Donjon (Ace of Spades)

The character is stripped of all equipment and spells and is imprisoned, either magically or physically. When this card is drawn, the deck of many things disappears—no further cards can be drawn.

### Balance (2 of Spades)

Change alignment (lawful becomes chaotic, chaotic becomes lawful, neutral becomes lawful or chaotic). If the character fails to behave according to their new alignment, they will be judged by higher powers and risk annihilation.

### Jester (Jester without Trademark)

Gain 10,000 XP or draw two more cards. After being drawn, the Jester card disappears forever.

### Fool (Jester with Trademark)

Lose 10,000 XP (to a minimum of 0 XP) and draw another card. After being drawn, the Fool card disappears forever.

## Drums of Thunder

A pair of kettle drums which, when both struck together, unleash a deafening thunder.

- ▶ **All within 60’:** Are permanently deafened by the noise. The deafness can only be cured by powerful magic (e.g. *cure serious wounds* cast expressly for the purpose).
- ▶ **All within 10’:** Are also stunned and unable to move or act for 2d4 rounds.

## Dust of Appearance

Silk-wrapped parcels of ultra-fine, metallic dust which can reveal invisible things. Usually 5d10 parcels are found together.

- ▶ **Throwing into the air:** The dust coats everything in a 10’ radius.
- ▶ **Blowing through a tube:** The dust coats everything in a 20’ long cone, 15’ wide at the end.
- ▶ **Effect:** Anything coated in the dust is rendered visible for 2d10 turns, negating magic of invisibility, camouflage, displacement, and mirror imaging.

### Dust of Disappearance

Silk-wrapped parcels of ultra-fine, metallic dust which renders anything it touches invisible. Usually 5d10 parcels are found together.

- **Throwing into the air:** The dust coats everything in a 10' radius.
- **Blowing through a tube:** The dust coats everything in a 20' long cone, 15' wide at the end.
- **Effect:** Anything coated in the dust is rendered invisible for 2d10 turns.
- **Invisible creatures:** Always surprise others and gain a +4 bonus to AC. (These benefits do not apply with enemies who can detect invisible.)

### Dust of Sneezing and Choking

Silk-wrapped parcels of ultra-fine, metallic dust which acts as a deadly poison when cast into the air. Usually 5d10 parcels are found together.

- **Throwing into the air:** The dust fills a 20' radius.
- **Blowing through a tube:** The dust fills a 20' long cone, 15' wide at the end.
- **Effect:** Any creatures in the area of the dust are overcome with fits of coughing and sneezing and must **save versus poison** or die. Those that make the save are unable to act or move for 5d4 rounds.

## Eyes of Charming

A pair of crystal lenses that fit over the eyes. The wearer gains the power to charm persons who meet their gaze.

- **Usage:** A charm may be placed upon a person within 60'. One target may be charmed per round.
- **Resisting:** The subject may **save versus spells** to resist, with a +2 bonus if only one of the lenses is worn.
- **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. Subjects will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.
- **Duration:** The charm lasts until dispelled or until the eyes are removed.

## Eyes of Minuscule Sight

A pair of crystal lenses that fit over the eyes, granting the ability to see minuscule details at close range (1' or less).

- **Wearing only one lens:** Causes intense dizziness, unless the other eye is closed.

## Eyes of Petrification

A pair of crystal lenses that fit over the eyes. The wearer is instantly turned to stone, without a saving throw.

## Eyes of the Eagle

A pair of crystal lenses that fit over the eyes, enhancing long range vision by 100 times (e.g. the wearer can see details at a distance of 2,000' that would normally be visible at 20').

- **Wearing only one lens:** Causes intense dizziness, unless the other eye is closed.

## Feather Token

A small feather which produces a magical effect when thrown.

- **Type of token:** When found, roll 1d20 on the table below to determine the token's power.
- **Once only:** A feather token disappears after use.

### Feather Token: Type

d20	Token Type
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1–4	Anchor
-----	--------

5–7	Bird
-----	------

8–10	Fan
------	-----

11–13	Swan boat
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14–18	Tree
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19–20	Whip
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## Anchor Token

Causes a water vessel to remain moored in the location where the token is used for one day (or until released).

## Bird Token

Summons a gargantuan bird for 24 hours. The bird can be commanded to chase aggressive avian creatures away or to transport the character.

- **Movement rate:** 480' (160') flying.
- **Carrying:** The bird is powerful enough to carry a huge animal (e.g. a mammoth) or a combination of smaller creatures.
- **Attacking:** The bird cannot be commanded to attack.

## Fan Token

At sea, conjures a huge flapping fan which can be commanded to do one of the following for up to 8 hours:

1. **Propel:** A single sailing vessel is propelled by high winds, increasing its sailing speed by one half.
2. **Calm:** In a storm, gale, or near gale, can create an area of calm or lighter winds. (This does not affect wave size in a storm, however.)

(See *Waterborne Adventuring* in *Old-School Essentials Classic Fantasy* for details on sailing and wind.)

## Swan Boat Token

Conjures a swan-like boat for 24 hours. It can swim without crew or wind, moving at 240' (80'). The boat can hold up to 32 people and has AC 7 [12] and 1d6+3 × 10 hull points.

## Tree Token

Causes a great oak to spring into being (6' diameter trunk, 60' high, 40' top diameter).

## Whip Token

Conjures a huge leather whip which attacks on its own for up to 6 turns, at the character's command.

- **Attacks:** THAC0 13 [+6]. Can hit opponents that can only be harmed by magic.
- **Damage:** 1d6+1. **Save versus spells** or be entangled (unable to move or act) for 1d6+1 rounds.

AFT05: 125mm wide, 36mm high

## Figurine of Wondrous Power

A miniature (around 1" tall) statuette carved in the form of an animal. Speaking the correct command word and casting the figurine onto the ground causes it to transform into a living animal which obeys the character's commands.

- **Returning to figurine:** Repeating the command word returns the animal to its figurine form.
- **If an animal is slain:** It returns to its figurine form.
- **If a figurine is destroyed:** Its magical power is lost irrevocably.
- **Type:** When a figurine is found, determine its type at random using the following table.

### Figurine of Wondrous Power: Type

d20	Type of Figurine
1–3	Ebony fly
4–6	Pair of golden lions
7–8	Trio of ivory goats (travelling, travail, and terror)
9–11	Marble elephant
12–13	Obsidian steed
14–17	Onyx dog
18–20	Serpentine owl

### Ebony Fly

A fly the size of a pony which may be ridden as a mount.

**Ebony Fly:** AC 4 [15], HD 4+4 (22hp), Att None, THAC0 15 [+4], MV 480' (160') flying, SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 125, NA 1 (1), TT None

- **Carrying loads:** Moves at 360' (120') with a rider.
- **Usage frequency:** 3 times a week, for at most 12 hours a day.

## Golden Lion

A male lion with formidable combat prowess.

**Golden Lion:** AC 6 [13], HD 5 (22hp), Att 2 × claw (1d4+1), 1 × bite (1d10), THAC0 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (3), ML 12, AL Neutral, XP 175, NA 1 (1), TT None

- **Usage frequency:** Once a day, for up to 1 hour.
- **If slain:** Cannot be brought back from statuette form for one full week.

## Ivory Goat of Travelling

A large goat which can be ridden.

**Ivory Goat of Travelling:** AC 6 [13], HD 4 (24hp), Att 2 × horn (1d8), THAC0 16 [+3], MV 480' (160'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 75, NA 1 (1), TT None

- **Carrying loads:** Moves at 360' (120') with a rider.
- **Usage frequency:** At most 24 hours in the space of a week. After 24 hours of use, the goat cannot be used again for at least 1 day. After 3 uses in total, the goat loses its magic forever.

## Ivory Goat of Travail

A monstrous goat, larger than a bull.

**Ivory Goat of Travail:** AC 0 [19], HD 16 (96hp), Att 1 × bite (2d4), 2 × hoof (2d4+2), 2 × horn (2d6), THAC0 8 [+11], MV 240' (80'), SV D8 W9 P10 B10 S12 (8), ML 12, AL Neutral, XP 1,350, NA 1 (1), TT None

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage. May not make bite or hoof attacks when charging.
- **Usage frequency:** Once per month for up to 12 hours. After 3 uses in total, the goat loses its magic forever.



## Ivory Goat of Terror

A giant goat, as large as a warhorse, which may be ridden. The goat's horns become weapons which the rider may wield.

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**Ivory Goat of Terror:** AC 2 [17], HD 8\* (48hp), Att None, THAC0 12 [+7], MV 360' (120'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 1,200, NA 1 (1), TT None

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- ▶ **Horns:** One horn may be wielded as a lance +3, the other as a sword +3.
- ▶ **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage.
- ▶ **Aura of terror:** In battle, opponents within 30' must **save versus spells** or suffer a -3 penalty to attack rolls while the battle lasts.
- ▶ **Usage frequency:** Once every 2 weeks for up to 3 hours. After 3 uses in total, the goat loses its magic forever.

## Marble Elephant

A large, tusked elephant that can be used as a beast of burden or commanded to attack.

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AC 5 [14], HD 9 (40hp), Att 2 × tusk (2d4) or 1 × trample (4d8), THAC0 12 [+7], MV 120' (40'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Neutral, XP 900, NA 1 (1), TT None

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- ▶ **Charge:** In first round of combat, when not in melee. Requires clear run of at least 20 yards. Tusks inflict double damage.
- ▶ **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.
- ▶ **Usage frequency:** At most 4 times a month, for up to 24 hours at a time.

## Obsidian Steed

In figurine form, a vaguely quadruped lump of obsidian. Transforms into a nightmare—an intelligent, demonic horse with glowing red eyes, flaming nostrils, and hooves like smouldering embers.

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AC -3 [22], HD 6\* (27hp), Att 2 × flaming hoof (2d4 + 2), 1 × bite (2d4), THAC0 14 [+5], MV 150' (50') / 360' (120') flying, SV D10 W11 P12 B13 S14 (6), ML 10, AL Chaotic, XP 500, NA 1 (1), TT None

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- ▶ **Burning smoke:** Breathe out a choking cloud of burning smoke. Anyone in melee with a nightmare must **save versus poison** or suffer -2 to attack and damage rolls against the monster.
- ▶ **Usage frequency:** Once per week, for up to 24 hours.

## Onyx Dog

A hunting dog with exceptional senses.

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AC 6 [13], HD 2+2 (11hp), Att 1 × bite (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 11, AL Neutral, XP 25, NA 1 (1), TT None

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- ▶ **Tracking:** By scent. Once started, very difficult to put off the trail.
- ▶ **Infravision:** 90'.
- ▶ **Detect invisible:** 65% chance.
- ▶ **Intelligent:** Speaks Common.
- ▶ **Usage frequency:** Once per week, for up to 6 hours.

## Serpentine Owl

A horned owl with telepathic powers.

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AC 7 [12], HD ½ (3hp), Att 2 × claw (1d2), THAC0 19 [0], MV 240' (80') flying, SV D12 W13 P14 B15 S16 (1), ML 12, AL Neutral, XP 5, NA 1 (1), TT None

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- ▶ **Surprise:** On a 1-5, due to silent flight.
- ▶ **Telepathy:** Can inform owner of what it sees and hears.
- ▶ **Usage frequency:** Once per day, for up to 8 hours.

## Folding Boat

A normal-seeming wooden box (about 1' cube) which magically unfolds into a boat or ship when the correct command word is spoken.

► **Boat:** One command word causes the box to unfold into a small river boat (length 10', beam 4', draft 2'), with oars, a sail, and an anchor. The boat can hold up to 4 human-sized characters and up to 5,000 coins of cargo. It has a movement rate of 150' (50') rowed and 240' (80') sailed, AC 8 [11], and 1d10 + 10 hull points.

► **Ship:** Another command word causes the box to unfold into a small sailing ship (length 24', beam 8', draft 6'), with 5 sets of oars, a sail, a cabin, and an anchor. The ship can hold up to 15 human-sized characters and up to 15,000 coins of cargo. It has a movement rate of 180' (60') rowed and 360' (180') sailed, AC 8 [11], and 1d20 + 20 hull points.

► **Folding down:** The boat or ship folds back down into a box when a third command word is uttered.

AFT13: 59mm wide, 71mm high

## Gem of Brightness

A crystal in the shape of a long, rough prism. Three command words cause the crystal to emit three different types of light.

► **Charges:** The gem has 50 charges.

► **Beam:** A beam of pale light, 10' long and 2' wide. Consumes no charges.

► **Ray:** A momentary ray of bright light, 50' long and 1' wide to be directed at the eyes of a creature. The target must **save versus spells** or be blinded for 1d4 rounds. Expends 1 charge.

► **Flash:** A momentary cone of blinding light, 30' long and 5' wide at the end. All creatures in the cone must **save versus spells** or be blinded for 1d4 rounds and suffer a permanent penalty to attack rolls equal to the number of rounds of blindness. The attack penalty can only be cured by powerful magic (e.g. *cure serious wounds* cast expressly for the purpose). Expends 5 charges.

► **Magical darkness:** Negates the effects of the gem.

## Gem of Monster Attraction

A shining, very valuable-looking gem. A character who takes the gem comes under a curse.

► **Wandering monsters:** Each time the referee checks for wandering monsters, the chance of an encounter is doubled.

► **Pursuit:** If the referee rolls to determine whether monsters pursue the character, the chance of pursuit is doubled.

► **Discarding the gem:** The jewel reappears, hidden somewhere on the character's person, unless the curse is removed by magic (e.g. *remove curse*).

## Gem of Pristine Faceting

A magical gem which has the power to increase the value of other gems.

- **Usage:** The gem must be placed with one or more other (non-magical) gems.
- **Effect:** There is a 20% chance of each of the other gems being magically polished, faceted, or otherwise perfected in form. Affected gems increase in value by 50%.
- **Charges:** The gem has 10d10 charges. One charge is used each time it transforms another gem.
- **Facets:** The gem has as many facets as it has charges. Each time a charge is spent, it loses one facet. When all charges have been spent, it becomes a worthless stone sphere.

## Gem of Seeing

A finely cut, clear gem. Gazing through the gem reveals hidden, enchanted, and invisible things.

- **Secret doors and traps:** Are revealed.
- **Invisibility:** Invisible objects and creatures are perceived.
- **Illusions:** Are seen through.
- **Enchantments:** Enchanted objects and creatures are made apparent.
- **Range:** Up to 30'.
- **Scanning speed:** An area of 100 square feet (e.g. ten × 10' squares) can be scanned in one round.
- **Chance of error:** Per usage, there is a 5% chance that the gem will provide false information—a hallucination of something which is not really there.

## Gloves of Dexterity

A pair of soft leather gloves which bestow remarkable manual dexterity.

- **DEX increase:** The wearer's DEX increases by a number of points, depending on their normal DEX: 6 or less: +4, 7–13: +2, 14–17: +1.
- **Pick pockets:** The wearer may pick pockets, with a 35% chance of success (or a +10% bonus if already able to pick pockets). If the victim is above 5th level, the roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters* in *Old-School Essentials Classic Fantasy*).
- **Open locks:** The wearer may pick locks, with a 30% chance of success (or a +10% bonus if already able to open locks). This requires thieves' tools. The character can only try this skill once per lock. If the roll fails, the character may not try the same lock again before gaining an experience level.

## Gloves of Swimming and Climbing

A pair of soft leather gloves which bestow remarkable swimming and climbing skill.

- **Swimming:** 180' (60') on the surface, 150' (50') underwater. (The ability to breath water is not conferred, however.)
- **Climbing sheer surfaces:** With a 95% chance of success (or 99% if the character can already climb sheer surfaces). A roll is required for each 100' to be climbed. If the roll fails, the character falls at the halfway point, suffering falling damage.



## Horn of Frothing

A normal-looking musical instrument which is cursed to hamper the owner if blown in perilous circumstances.

- **Under normal circumstances:** Blowing the horn has no special effect.
- **In perilous circumstances:** (e.g. in the presence of hostile monsters.) Blowing the horn causes a mass of bubbles to froth out and cover the character's head. This causes blindness for 2d10 rounds.

## Horn of the Tritons

A large conch shell which has power over marine animals and the seas. Each time it is sounded, one of the following effects may be invoked.

- **Calm rough seas:** In a 1-mile radius.
- **Summon mounts:** 6d6 hippocampi or giant sea horses (see *Advanced Fantasy: Monsters*) arrive to obey the character's commands. (Only functions in waters where such animals live.)
- **Panic:** Causes marine animals within 240' to flee for 3d6 turns (**save versus spells**).
- **Usage frequency:** Once per day. (Tritons may blow the horn up to 3 times per day.)
- **Tritons alerted:** All tritons within 3 miles hear the sounding of the horn.

## Horn of Cave-Ins

A bugle or hunting horn with the power to cause cave-ins when sounded.

- **Without command word:** A cave-in occurs directly above the character.
- **With command word:** The character may aim at a section of roof within 60'. There is a 90% chance that a cave-in occurs in the desired area and a 10% chance that it occurs directly above the character.
- **Outdoors:** Only if blown without speaking the command word: a hail of 2d6 stones cascades onto the character. Each causes 1d6 damage.
- **Indoors / underground:** The ceiling collapses, causing 6d6 damage to all in a 10' radius. (**Save vs paralysis** for half.)

## Horn of Valhalla

An engraved metal hunting horn which summons berserkers to fight for the character.

- **Usage frequency:** Once per week.
- **Type of horn:** When found, roll d% on the table below to determine the exact powers of the horn.
- **Berserkers:** The number of berserkers summoned and their Hit Dice are shown in the table below.
- **Duration:** The berserkers remain until they are slain, have slain their opponents, or 1 hour has passed.
- **Class limitations:** Any character can use the silver horn, but only clerics, fighters, and thieves can use the other types, as indicated in the table below.
- **Characters of other classes:** If a character of a restricted class blows the horn, the summoned berserkers attack them.

### Horn of Valhalla: Type

d%	Type	Berserkers		Classes
		Number	HD	
01–40	Silver	2d4+2	2	Any
41–75	Brass	2d4+1	3	C, F, T
76–90	Bronze	2d4	4	C, F
91–00	Iron	1d4+1	5	F

**Berserker:** AC 4 [15], HD 2 to 5 (6hp per HD), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0] (HD 1–3) or 18 [+1] (HD 4–5), MV 120' (40'), SV D12 W13 P14 B15 S16 (HD 1–3) or D10 W11 P12 B13 S14 (HD 4–5), ML 12, AL Neutral, XP 10/20/35/75/175, NA See above, TT None

- **Weapons:** 50% have sword and spear, 50% have battle axe and spear.

## Horseshoes of a Zephyr

Iron shoes which, when affixed, allow a horse to float slightly above the ground.

- **Water:** The horse can move across water as if it were solid ground.
- **Tracks:** The horse leaves no tracks.
- **Missing shoes:** The magic of the shoes is only effective if all 4 are worn.

## Horseshoes of Speed

Iron horseshoes which, when affixed, double a horse's movement rate.

- **Missing shoes:** The magic of the shoes is only effective if all 4 are worn.

## Incense of Meditation

Small blocks of incense which grant boons to a divine spell caster when burned. 2d4 blocks are usually found together.

- **Burning:** When lit, a distinctive pearly-hued smoke and sweet fragrance are produced. A block burns for 8 hours.
- **Meditation:** If the divine spell caster who lit the block prays and meditates for 8 hours in the vicinity of the incense, they gain the following boons for 24 hours:
  - Maximised spells:** Any variable qualities of spells cast have their maximum value. (e.g. *cure light wounds* heals the maximum: 7hp).
  - Save penalty:** Saving throws against the character's spells are penalised by –1.
  - Raising the dead:** If using the optional rule for returning from death (see *Advanced Rules* in *Advanced Fantasy: Genre Rules*), resurrection magic used by the character has an increased chance of success. For the sake of the survival roll, the subject's CON is increased by 4.

- **Recognising:** The unique aroma and smoke can be recognised by divine spell casters of 5th level or higher.

## Incense of Obsession

Small rectangular blocks of sweet-smelling incense. 2d4 blocks are usually found together. Burning this incense causes a divine spell caster to suffer the delusion that their spell casting ability is greatly enhanced.

- **Burning:** When lit, the incense produces a distinctive pearly-hued smoke and fragrance, identical to that of *incense of meditation*. A block burns for 1 hour.
- **Meditation:** If the divine spell caster who lit the block prays and meditates in the vicinity of the incense, they become obsessed with spell casting.
- **Obsession:** The character is determined to use their spells at every opportunity, especially when not needed or when useless. The obsession remains until all spells have been cast or until 24 hours have elapsed.

## Instant Fortress

A small metal cube which can transform into a metal tower 30' tall and 20' square.

- **Command words:** One command word activates the tower and another deactivates it, returning it to the form of a small metal cube.
- **When activated:** The tower springs up in 1 round. Any (except the owner) within 20' must **save versus paralysis** or suffer 10d6 damage.
- **Exterior:** The fortress has 3 storeys, arrow slits on all 4 sides, a single entrance door at ground level, and a crenellated battlement atop it.
- **Entering:** The door only opens at the owner's command. *Knock* spells cannot open it.
- **Inside:** Stairs lead to each of the 2 upper storeys and the battlement.
- **Damaging:** The tower is treated as a vehicle (see *Vehicles* in *Old-School Essentials Classic Fantasy*) with AC 5 [14] and 40 hull points. Only a wish can repair it (2 hull points per wish).
- **Deactivating:** The fortress can only be deactivated when it is empty.

AFT16: 125mm wide, 62mm high



## Ioun Stones

Small, floating stones of different forms and hues. 1d10 are usually found together.

► **Type of stone:** When found, roll 1d20 on the table below to determine the type of each stone. Duplicate rolls in a single cache of stones indicate a burned out, dull grey stone.

► **Activating:** A stone's power is activated when held then released beside the character's head, whereupon it takes up a circling orbit 1d3 feet around the head.

► **Stealing:** Stones may be grasped or netted to separate them from their owner.

► **Attacking stones:** AC 0 [19] and 10hp.

► **Storing:** The character may grasp an orbiting stone to store it, deactivating its power temporarily.



### Ioun Stones: Type

d20	Colour	Shape	Power
1	Pale blue	Rhomboid	+1 STR (maximum 18)
2	Scarlet and blue	Sphere	+1 INT (maximum 18)
3	Incandescent blue	Sphere	+1 WIS (maximum 18)
4	Deep red	Sphere	+1 DEX (maximum 18)
5	Pink	Rhomboid	+1 CON (maximum 18)
6	Pink and green	Sphere	+1 CHA (maximum 18)
7	Pale green	Prism	+1 experience level
8	Clear	Spindle	Sustains character without food or water
9	Iridescent	Spindle	Sustains character without air
10	Pearly white	Spindle	Heals 1 hit point of damage per turn
11	Pale lavender	Ellipsoid	Absorbs spells of 3rd level or lower. After absorbing 1d3 × 10 spell levels, burns out and turns to dull grey, forever useless.
12	Lavender and green	Ellipsoid	Absorbs spells of 5th level or lower. After absorbing 2d3 × 10 spell levels, burns out and turns to dull grey, forever useless.
13	Vibrant purple	Prism	Can store 2d4 levels of spells, which must be cast directly onto the stone. The character can trigger stored spells at will (up to one spell per round).
14	Dusty rose	Prism	+1 bonus to AC and saving throws
15+	Dull grey	Ellipsoid	None; burned out

## Iron Flask

A flask of iron, decorated with silver runes and sealed with a sigil-engraved brass plug. The flask—if the appropriate command word is used—has the power to trap an extra-planar being and force it into servitude.

- **When found:** There is a 50% chance that a creature (e.g. an elemental, djinni, efreeti, invisible stalker, or other creature of extra-planar origin) is already trapped in the flask.
- **Removing the plug:** Frees the trapped creature (if any). If the character speaks the command word, the creature is forced to serve for 1 turn. If the command word is not spoken, the creature's reaction should be determined randomly (see *Monster Reactions* under *Encounters* in *Old-School Essentials Classic Fantasy*).
- **Trapping creatures:** If the flask is empty, an extra-planar creature within 60' can be trapped by removing the plug and speaking the command word. The creature may **save versus spells** to resist. If the creature was previously trapped in the flask, it gains a +2 bonus to the save and becomes utterly hostile.

## Jug of Endless Liquids

A glass or ceramic jug which can pour forth different liquids on command.

- **Naming a liquid:** If the name of one of the following liquids is spoken out loud and the jug tipped, the liquid will pour forth up to the quantities listed:
  - a. **Acid:** Up to 1 vial. Enough to dissolve 1 square foot of wood or metal over 1 turn.
  - b. **Ale:** Up to 32 pints.
  - c. **Fresh water:** Up to 64 pints.
  - d. **Oil:** Up to 1 pint.
  - e. **Poison:** Up to 1 vial. If ingested, the victim suffers 40hp of damage (**save versus poison** for half). There is a 40% chance of the poison being detected by scent before drinking.
  - f. **Salt water:** Up to 128 pints.
  - g. **Vinegar:** Up to 16 pints.
  - h. **Wine:** Up to 8 pints.
- **Rate of pouring:** Up to 1 pint per round.
- **Usage frequency:** Each type of liquid may be poured at most once per day.

## Libram of Arcane Power

A tome of arcane knowledge affiliated with a specific alignment. The effects of opening the tome depend on the class and alignment of the character.

- **Libram's alignment:** Determined by rolling 1d6: 1–2: Lawful, 3–4: Neutral, 5–6: Chaotic.
- **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.
- **Arcane casters (same alignment):** May study the tome for 1 week to gain one experience level. A character can only gain this benefit once, even if another golden libram is discovered.
- **Arcane casters (other alignment):** Suffer 5d4 damage, fall unconscious for 5d4 turns, and become unable to gain experience points unless a quest of atonement is performed.
- **Other classes:** Must **save versus spells** or become permanently insane. This insanity can only be removed by magic.

AFT18: 59mm wide, 78mm high

## Loadstone

A polished, roughly hewn piece of decorative stone (e.g. agate) which afflicts the owner with a curse of slow movement.

- **Flight:** The curse takes effect when the character attempts to flee from an enemy (whether in combat or in pursuit).
- **Effect:** The character's movement rate is halved and they can only attack or cast spells every second round.
- **Discarding the stone:** The stone reappears, hidden somewhere on the character's person, unless the curse is removed by magic (e.g. *remove curse*).

## Luckstone

A polished, roughly hewn piece of decorative stone (e.g. agate) which grants its owner good luck.

- **Bonus:** The character gains a +1 (or +5%, as applicable) bonus to saving throws, ability checks, and similar rolls.

## Lyre of Building

A beautifully crafted musical instrument which, when played by a skilled musician, has magical abilities of construction.

- **Protecting buildings:** Once per day, playing the proper chords (treat as a command word) negates the effects of attacks made against a building or construction. e.g. this can negate the powers of a *horn of blasting* (see *Old-School Essentials Classic Fantasy*) or damage from siege weapons.
- **Construction:** Once per week, playing the proper chords (treat as a command word) allows buildings to be magically constructed. Construction work equivalent to that of 100 humans over 3 days occurs in merely 3 turns.
- **If disturbed while playing:** There is a 50% chance of the effects of the lyre being negated.



## Medallion of Thought Projection

A medallion on a chain, enchanted with the power of reading thoughts, but cursed such that it also projects the wearer's thoughts to others.

- **Focus:** By concentrating for 1 round, the wearer may target a creature within 30'.
- **Resisting:** At the referee's option, the target may **save versus spells** to resist.
- **Concentration:** While reading thoughts, the wearer may move, but cannot cast spells or attack.
- **Thought projection:** When used, there is a 5-in-6 chance that the curse of the medallion will project the wearer's thoughts to all within 30', alerting them to the wearer's presence nearby.

## Mirror of Mental Prowess

A large looking glass, 5' tall and 2' wide, which bestows several magical powers on the character who possesses it.

- **Thought reading:** The character can read the thoughts of anyone whose reflection is viewed in the mirror, even if the thoughts are in an unknown language.
- **Scrying:** Up to 3 times per day, gain a vision (accompanied with sound) of a place or object that is brought to mind. The clarity of the vision is dependant on the scryer's familiarity with the subject. It is not possible to cast spells through the mirror into the viewed scene.
- **Dimensional travel:** When scrying, the character may choose to step into the mirror, appearing in the observed location. This works the same as the 6th level illusionist spell *through the looking glass*. (See *Druid and Illusionist Spells*.)
- **Questions:** Once per week, a short question about a creature whose reflection is viewed in the mirror. The answer will be true but brief.

## Marvellous Pigments

Pots of magical paint which can be applied to a flat surface to conjure a real, three-dimensional object. 1d4 pots of pigment are usually found together, along with a brush.

- **Applying:** The object to be conjured must be painted onto a flat surface (e.g. wall, door, floor, ceiling). The artistic skill of the character has no bearing—the object magically flows from the paint brush, guided by the character's imagination alone.
- **Time:** Painting an object takes 1 turn.
- **Dimensions:** Each pot of the pigments is sufficient to cover a 10' × 10' surface, conjuring an object of up to 1,000 cubic feet (e.g. 10' × 10' × 10').
- **Type of objects:** Only non-magical, inanimate things may be conjured, for example: rooms, portals, armour, equipment, trees, flowers, pits, passages, etc.
- **Valuable objects:** May be conjured. These appear valuable, but are actually constructed of low value materials (e.g. tin, glass, etc.).
- **Duration:** Conjured objects are permanent and real in every sense.

## Mirror of Opposition

A looking glass, 4' tall and 3' wide, which brings to life a double of anyone reflected in its surface.

- ▶ **Reflections of creatures:** Will step out of the mirror, magically brought to life, and attack the original.
- ▶ **Mirror opposites:** Have the same statistics, abilities (including spells), and equipment as the original.
- ▶ **Defeat:** If the mirror opposite or the original is killed, the double disappears with all its equipment.

## Necklace of Adaptation

A heavy chain with a medallion, which grants the wearer the ability to survive without breathing.

- ▶ **Gases:** Do not affect the wearer.
- ▶ **Water or vacuum:** The wearer can survive underwater, in a vacuum, or any other airless environment.



## Necklace of Fireballs

A cheap-looking medallion which allows one who wears it to throw fireballs.

- ▶ **Type of necklace:** When found, roll 1d20 on the table below to determine the powers of the necklace.
- ▶ **Wearing:** One who wears the necklace can perceive its true form: a golden chain hung with small golden spheres.
- ▶ **Throwing spheres:** The golden spheres can be detached and thrown up to 70', exploding in a fireball.
- ▶ **Size of spheres:** Golden spheres which explode into higher damage fireballs are larger.
- ▶ **Fireballs:** Inflict the listed damage on all in a 20' radius (**save versus spells** for half damage).
- ▶ **If wearer is harmed by magical fire:** They must save versus spells. If the save fails, all remaining golden spheres explode immediately.

### Necklace of Fireballs: Type

#### d20 Fireballs and Damage

1–4	1 × 5d6, 2 × 3d6
5–8	1 × 6d6, 2 × 4d6, 2 × 2d6
9–12	1 × 7d6, 2 × 5d6, 4 × 3d6
13–16	1 × 8d6, 2 × 6d6, 2 × 4d6, 4 × 2d6
17–18	1 × 9d6, 2 × 8d6, 2 × 5d6, 2 × 3d6
19	1 × 10d6, 2 × 8d6, 2 × 6d6, 4 × 4d6
20	1 × 11d6, 2 × 9d6, 2 × 7d6, 2 × 5d6, 2 × 3d6

## Necklace of Strangulation

A fabulous jewelled necklace which is cursed to strangle anyone who wears it.

- **Wearing:** The necklace constricts around the character's neck, inflicting 6 points of damage per round.
- **Removing:** The necklace can only be removed by magic (e.g. *remove curse*).
- **If the character dies:** The necklace remains constricted in place until the corpse has rotted away (about 1 month). It then loosens, ready for another victim.

## Net of Snaring

A 10' square net of meshed rope with the power to ensnare creatures.

- **Throwing:** Can be thrown up to 20'. Creatures must **save versus spells** or be trapped.
- **Suspending from above:** A command word causes the net to drop.
- **Placing on the ground:** A command word can cause the net to close upwards.
- **Escaping:** Only creatures of giant strength can escape ensnarement. The strands of the net cannot be cut or damaged by mundane means.

## Net of Aquatic Snaring

Only functions underwater.

## Oil of Insubstantiality

A flask of thin oil which has the power to make characters or objects insubstantial.

- **Applying:** The oil must be rubbed onto the character or object to be affected. A flask is sufficient for one human-sized character and their gear.
- **Insubstantiality:** The subject becomes insubstantial—able to move through physical objects like a ghost. The subject can only be harmed by magic.
- **Duration:** 1d4+4 turns.

## Oil of Slipperiness

A flask of thin oil which can make characters or objects impossible to grasp.

- **Applying:** The oil must be rubbed onto the character or object to be affected. A flask is sufficient for one human-sized character and their gear.
- **Slipperiness:** The subject becomes impossible to grasp or restrain, making them immune to constriction attacks and able to instantly slip out of webs, rope bonds, chains, and so forth.
- **Applying to a floor:** A flask can cover a 10' square area. Creatures walking through the area have a 95% chance per round of slipping over.
- **Duration:** 8 hours.

## Pearl of Power

A magical pearl which grants an arcane spell caster the ability to recall cast spells.

- **Effect:** The character may instantly re-memorize one spell which has already been cast. The spell must be among those which the character most recently memorized.
- **Maximum spell level:** When found, roll 1d20 on the table below to determine the maximum level of spell which may be recalled.
- **Usage frequency:** The pearl's power may be used once per day.

### Pearl of Power: Maximum Spell Level

d20	Maximum Spell Level
1–5	1st
6–10	2nd
11–14	3rd
15–17	4th
18–19	5th
20	6th



## Pearl of Wisdom

A normal-looking pearl which increases the Wisdom of a divine spell caster who keeps it on their person.

- **Effect:** The character's WIS increases by 1 (maximum of 18) as long as the pearl is on their person.
- **Delayed onset:** The character must keep the pearl on their person for 30 days in order for it to take effect.

## Periapt of Foul Rotting

A small gem of apparently inconsequential value which curses its possessor with a horrible rotting disease.

- **Curse:** The character loses 1 point of CHA, CON, and DEX per week, beginning one week after coming into possession of the gem.
- **Death:** If any afflicted ability score reaches 0, the character dies.
- **Curing:** The curse must first be removed (e.g. with *remove curse*) before the disease may be cured (e.g. *cure disease*).
- **Invisible sigils:** The gem is engraved with magical sigils which can only be seen by magic.

## Periapt of Health

A small gem of apparently inconsequential value which protects its possessor against disease.

- **Effect:** While the gem is on the character's person, they are immune to all forms of disease (including magical disease), *except* the disease caused by the cursed *periapt of foul rotting*.

## Periapt of Proof Against Poison

A small gem of apparently inconsequential value which protects its possessor against poison.

- **Power:** When found, roll 1d10 on the table below to determine the magnitude of the periapt's power.
- **Effect:** The periapt protects its owner against poisons. The effect depends on the type of saving throw allowed by the poison:

- No save:** The character has a percentage chance of resisting the poison.
- Save with penalty:** The character rolls the save without the penalty.
- Normal save:** The character gains a bonus to the saving throw.

### Periapt of Proof Against Poison: Bonuses

d10	No Save %	Save Bonus
1–4	10%	+1
5–7	20%	+2
8–9	30%	+3
10	40%	+4

## Periapt of Wound Closure

A small gem of apparently inconsequential value which protects its possessor against wounding.

- **Bleeding:** The character is immune to effects which cause damage by bleeding.
- **Natural healing:** The character regains hit points from rest at twice the normal rate (2d3hp per day or rest).
- **Non-healable damage:** The character can heal magically non-healable damage normally.

## Phylactery of Betrayal

A small box containing strips of parchment inscribed with holy text. Carries a curse which attracts enemies of a divine spell caster's religion.

- **Wearing:** The phylactery must be strapped to the arm.
- **Effect:** Once strapped on, the phylactery's curse is activated. Enemies of the character's religion (e.g. powerful monsters of the opposite alignment, priests of opposing religions, etc.) are alerted to the character's presence when within 120'.
- **Removing:** Once the curse is active, the character cannot remove the phylactery. The curse can only be removed with magic (e.g. *remove curse*).

## Phylactery of Faithfulness

A small box containing strips of parchment inscribed with holy text. Can forewarn a divine spell caster of actions or items which could cause deity disfavour.

- **Wearing:** The phylactery must be strapped to the arm.
- **Usage:** The character must briefly contemplate a course of action or item.
- **Forewarning:** The phylactery forewarns the character if the contemplated course of action or item would cause the character to change alignment or otherwise bring about deity disfavour.

## Phylactery of Longevity

A small box containing strips of parchment inscribed with holy text. Has the power to slow a divine spell caster's ageing process.

- **Wearing:** The phylactery must be strapped to the arm.
- **Effect:** The character ages at  $\frac{3}{4}$  of the normal rate. For example, after 4 years wearing the phylactery, the character is only 3 years older.

## Pipes of the Sewers

A set of wooden musical pipes with the power to summon and control rats.

- **Playing:** The magical effect is only activated by playing a specific melody, which must be learned (treat as a command word).
- **Summons:** If rats are within 400', playing the correct melody summons either  $1d6 \times 10$  giant rats or  $3d6 \times 10$  normal rats (see *Monsters in Old-School Essentials Classic Fantasy*)
- **Arrival:** Summoned rats travel towards the character's location at a rate of 50' per round.
- **Controlling:** Summoned rats have a 95% chance of obeying the character's mental commands, as long as they keep playing the pipes.
- **Stopping playing:** Summoned rats leave immediately. If playing is resumed, there is a 70% chance of the rats obeying the character once more and a 30% chance of them attacking the character.
- **Controlled rats:** The pipes can also be played to take over control of rats controlled by another (e.g. by a vampire or wererat). There is a 30% chance of success per round. If successful, the other creature may attempt to reassert control, also with a 30% chance per round.

**AFT21: 59mm wide, 57mm high**

## Portable Hole

A 6' diameter circle of fine black cloth, often found folded down to the size of a handkerchief. The cloth can be placed upon a surface (floor, wall, ceiling, etc.) to conjure an extra-dimensional hole.

- ▶ **Placing on a surface:** Creates a 6' diameter, 10' deep hole in the surface.
- ▶ **Picking up:** When placed upon a surface, the cloth can be picked up by a creature inside or outside of the hole. The hole then disappears from the surface it was placed on.
- ▶ **Anything inside the hole:** Remains in an extra-dimensional space when the cloth is picked up.
- ▶ **Living creatures in the hole:** Can unfold the cloth (if they have it) to recreate the hole at its last location. The hole contains enough air for one turn.

## Purse of Plentiful Coin

A small leather pouch which can magically duplicate coins placed inside it.

- ▶ **When found:** Filled with 26 coins of each type (cp, sp, ep, gp, pp).
- ▶ **Refilling:** Each morning, duplicates any coins left in it, producing up to 25 coins of each type it contains. (e.g. if a single gold piece is left in the pouch, the following day it will contain 26gp.)
- ▶ **If completely emptied:** The purse permanently loses its magical power.

## Restorative Ointment

A jar of magical unguent which can cure wounds, disease, and poisons. 1d3 jars are usually found together. Each jar contains 5 doses.

- ▶ **Wounds:** A dose cures 1d4 + 8 hp.
- ▶ **Disease:** A dose cures any disease.
- ▶ **Poison:** A dose cures any poison.

## Robe of Blending

A normal-looking robe with powers of disguise and camouflage.

- ▶ **Camouflage:** The character can blend into natural environments (e.g. rock walls, undergrowth).
- ▶ **Disguise:** When among creatures of another type, the character can choose to appear as one of them. The other type of creature may not be larger than twice the character's normal size or smaller than half their normal size.
- ▶ **Spotting the character:** Observers of high intelligence (e.g. INT 15 or more) or with 10 or more Hit Dice have a 1-in-6 chance per turn of spotting the character.
- ▶ **Allies:** Can see the character normally.

## Robe of Eyes

A luxurious robe adorned with dozens of eye motifs. Donning the robe grants the following magical visual powers:

- ▶ **Surprise:** The robe's visual powers prevent the character from being surprised.
- ▶ **Infravision:** To 120'.
- ▶ **Multi-directional sight:** The character can see in all directions at once.
- ▶ **See invisible:** Within 120'.
- ▶ **See displacement:** The character sees creatures using displacement effects (e.g. a displacer cloak) in their true location.
- ▶ **Detect camouflage and hiding:** The character can plainly see anyone hiding or using camouflage.
- ▶ **Targeting with light:** A *light* spell cast directly on the robe causes the character to be blinded for 1d3 rounds. *Continual light* causes blindness for 2d4 rounds.

## Robe of Powerlessness

A cursed robe which weakens one who dons it.

- ▶ **Strength loss:** Reduced to STR 3.
- ▶ **Intelligence loss:** Reduced to INT 3.
- ▶ **Loss of magic:** The character loses all magical ability and cannot cast spells.
- ▶ **Removing the robe:** Does not remove the curse. This must be removed by magic (e.g. *remove curse*).

## Robe of Scintillating Colours

A normal-looking robe that can conjure a hypnotic pattern of incredible hues.

- ▶ **Minimum INT and WIS:** Only a character with at least 15 INT and 13 WIS can use the robe's magic.
- ▶ **Activating:** The colours on the robe begin flowing in the round following the activation of its magic.
- ▶ **Hypnotism:** Creatures within 40' that see the hypnotic pattern must **save versus spells** or stand transfixed for 1d4+1 rounds (unable to move or act). Following this period, another save is allowed.
- ▶ **Protection:** The character gains a +1 AC bonus per round the pattern is active (to a maximum bonus of +5, after 5 rounds).
- ▶ **Concentration:** In order to maintain the pattern, the character must not move more than 10' per round. Casting spells and other actions are possible.

## Robe of the Archmagi

A normal-looking robe which grants a variety of magical boons to an arcane spell caster of suitable alignment.

- **Robe's alignment:** When found, roll 1d20 to determine the robe's alignment: 1–9: lawful, 10–15: neutral, 16–20: chaotic.
- **Character's alignment:** Upon donning the robe, an arcane spell caster whose alignment differs from that of the robe suffers 6d4 damage and changes alignment to that of the robe.
- **Arcane casters:** Donning a robe grants the following powers:
  - a. **Protection:** AC 5 [14].
  - b. **Saves:** +1 bonus to all saves.
  - c. **Spell empowerment:** When the character casts *charm*, *hold*, or *polymorph* spells, the target suffers a –4 penalty to the saving throw.

AFT23: 59mm wide, 102mm high

## Robe of Useful Items

A plain-looking robe with the power to conjure objects out of thin air.

- **Arcane spell casters:** After donning the robe, they notice a series of cloth patches sewn into it, shaped like items.
- **Other characters:** Cannot perceive or use the powers of this robe.
- **Removing a patch:** Takes 1 round. The patch permanently turns into the corresponding item.
- **Types of patch:** The robe has the following patches when found:
  - a. Two daggers.
  - b. Two 10' poles.
  - c. Two lanterns, lit and filled with oil.
  - d. Two large sacks.
  - e. Two steel, hand-sized mirrors.
  - f. Two 50' ropes.
  - g. 4d4 items rolled on the table below.

### Robe of Useful Items: Item Type

d%	Item
01–08	Bag of 100gp
09–15	Small silver box (worth 500gp)
16–22	Iron door with a bar on one side; may be attached to a wall
23–30	10 gems (worth 100gp each)
31–44	Wooden ladder, 24' long
45–51	Mule with saddle bags
52–59	10' deep pit
60–68	Potion that heals 2d6+2 hp
69–75	Rowing boat (12' long, movement rate 30' (10'), AC 9 [10], 10 hull points)
76–83	Scroll of a random arcane spell
84–90	Two war dogs (see below)
91–00	Window (2' × 4', 2' deep)

**War dogs:** AC 6 [13], HD 2+2 (11hp), Att 1 × bite (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 11, AL Neutral, XP 25, NA 0 (0), TT None

## Rope of Entanglement

A 50' length of rope with the power to entangle enemies.

- ▶ **Commanding:** The owner can command the rope to entangle up to 8 human-sized creatures (or a number of larger or smaller creatures equivalent to 8 humans).
- ▶ **Range:** Up to 20' forward or 10' up.
- ▶ **Saving throw:** Each target may **save versus spells** to avoid being entangled.
- ▶ **Entangled creatures:** Are fully restrained: unable to move, cast spells, or free themselves in any way.
- ▶ **Cutting the rope:** It has AC -2 [21] and 22 hit points. If cut through, the rope becomes non-magical.
- ▶ **Regeneration:** The rope repairs any damage to itself in 6 turns.

## Rope of Strangulation

A cursed 50' rope which strangles any who attempt to activate its magic.

- ▶ **Commanding:** Any command issued to the rope by a character holding it activates its curse.
- ▶ **When activated:** The rope springs to life and attempts to strangle the character holding it plus 1d4 others within 10'.
- ▶ **Saving throw:** Each victim may **save versus spells** to avoid being entangled.
- ▶ **Strangled creatures:** Suffer 2d6 damage per round, cannot cast spells, and are unable to free themselves in any way.
- ▶ **Freeing victims:** *Dispel magic* causes the rope to release the victims, as does severing it.
- ▶ **Severing the rope:** It has AC -2 [21] and 22 hit points. If cut through, the rope becomes non-magical.

## Rug of Suffocation

A high quality, woven carpet which is cursed to smother any who attempt to activate its magic.

- ▶ **Commanding:** Any command issued to the rug by a character sitting on it activates its curse.
- ▶ **When activated:** The rug rolls up tightly around the character and attempts to suffocate them.
- ▶ **Saving throw:** The victim may **save versus spells** to avoid being suffocated.
- ▶ **Suffocating:** The character suffocates in 1d4+2 rounds.
- ▶ **Freeing the victim:** *Dispel magic* causes the rug to release the victim.



## Saw of Felling

A magical saw-blade of adamantine, 12' long and 1' wide, with the power to saw through trunks at a fantastic speed.

- ▶ **Minimum STR:** A character of STR 18 can operate the saw alone. Two characters of STR 17 can operate it together.
- ▶ **Cutting speed:** The saw can cut through a 4' thick trunk in 3 turns, a 2' trunk in 1 turn, and a 1' trunk in 3 rounds.
- ▶ **Resting:** After 6 turns of sawing, a character must rest for 6 turns.

## Scarab of Chaos

A small, scarab-shaped amulet with the power to drive those who see it temporarily insane.

- **Charges:** 1d8+8 charges.
- **Command word:** The owner must present the scarab and utter a command word to activate its magic.
- **When activated:** Creatures within 20' must **save versus spells (with a -2 penalty)** or become temporarily insane.
- **Insanity:** Affected creatures cannot cast spells and act completely irrationally. Each round, roll for the behaviour of each subject on the table below.
- **Duration:** 1d4+8 rounds.

### Scarab of Chaos: Subject Behaviour

2d6	Behaviour
2-5	Attack scarab owner's group
6-8	No action
9-12	Attack subject's group

## Scarab of Death

A small, scarab-shaped brooch which carries a curse to kill anyone who possesses it.

- **Activating:** The scarab's curse is activated when a character holds it for more than 1 round or when a character carries it on their person for more than 1 turn.
- **When activated:** The scarab comes to life and tears through leather, cloth, and flesh, seeking the character's heart. This takes one round and causes death.
- **Blocking / containing:** The scarab cannot tear through wood, ceramic, bone, ivory, or metal. If placed in a container of one of those materials, it remains inert even when carried.

## Scarab of Rage

A small, scarab-shaped amulet with the power to instil a blood rage in those who see it.

- **Charges:** 1d6+18 charges.
- **Command word:** The owner must present the scarab and utter a command word to activate its magic.
- **When activated:** Intelligent enemies within 40' are stricken with blood rage (**save versus spells** to avoid).
- **Blood rage:** Affected creatures immediately attack the closest creature, whether it is friend or foe. If the creature is killed, the stricken creature attacks the next nearest. The rage causes a +1 bonus to attack rolls, a +2 bonus to damage rolls, and a -3 AC penalty.
- **Duration:** 1d6+6 rounds.

## Spade of Mighty Digging

A magical spade with an 8' long handle and a 3' long head. The spade has the power to excavate earth at a fantastic speed.

- **Minimum STR:** Only a character of STR 18 or greater can use the spade.
- **Digging speed:** The spade can excavate a cubic yard of hard clay in 2 rounds, a cubic yard of normal earth in 1 round, and a 2 cubic yards of loose soil in 1 round.
- **Resting:** After 10 rounds of digging, the character must rest for 5 rounds.



# Sphere of Annihilation

A rift in the fabric of the multiverse which manifests as a static 2' globe of absolute blackness. Anything it touches is utterly destroyed.

- **Touching:** Any matter which touches the sphere is instantly and permanently annihilated. Restoration is impossible, even with a wish.
- **Moving:** An arcane spell caster may try to move the sphere with their mind. The character must be at most 10' per level away from the sphere. Any attempt to move the sphere sets it in motion.
- **Control check:** A control check is required each round. The chance of success depends on the character's level, as shown in the table below.
- **If a check succeeds:** The character can move the sphere in any direction for 1 round, at the rate shown in the table.

- **If a check fails:** The sphere slides towards the character at a rate of 10' for 1d4 rounds. Control cannot be reattempted during this time.
- **Vying for control:** If multiple arcane spell casters vie for control of the sphere, each must make a control check per round, with the highest level character rolling first. If all characters fail to control the sphere, it slides towards the highest level character as per *if a check fails*, above.

Sphere of Annihilation: Control		
Level	Move/Round	Control Chance
1–5	8'	15%
6–7	10'	30%
8–9	12'	50%
10–11	14'	60%
12–13	16'	70%
14	18'	80%

AFT25: 125mm wide, 88mm high

## Sweet Water

A vial of scintillating liquid with the power to transmute liquids into pure, drinkable water.

- **Usage:** The vial of sweet water must be poured into the liquid to be purified. The volume transmuted depends on the type of the other liquid.
- **Salt or impure water:** Up to 100,000 cubic feet.
- **Acid:** Up to 1,000 cubic feet.
- **Potions:** One potion. (Rendered non-magical.)
- **Poisoned liquid:** Up to 6 quarts.

## Talisman of the Sphere

An adamantine loop and handle which can increase an arcane spell caster's control over a *sphere of annihilation*.

- **Arcane spell casters:** Using the talisman when attempting to control a *sphere of annihilation* allows the character to add their INT score to the control chance. If a control check succeeds, the character can then move the sphere for 2 rounds before having to make another control check.
- **Other characters:** Suffer 5d6 damage when touching the talisman.

## Vacuous Grimoire

A cursed tome which can diminish a character's mental faculties.

- **Appearance:** The tome adapts its appearance to blend in with any other books in its vicinity.
- **Reading:** Opening the book and reading so much as a single word afflicts the character with the baleful magic.
- **Afflicted characters:** Lose 1 point of INT (**save vs spells** to avoid) and 2 points of WIS (**save vs spells** to avoid).
- **Destroying:** The grimoire is impervious to physical harm, except if *remove curse* is cast upon it first.



## Well of Many Worlds

A 6' diameter circle of fine black cloth, often found folded down to the size of a handkerchief. The cloth can be placed upon a surface to conjure a gateway to another world.

- **Placing on a surface:** Creates a 6' diameter hole in the surface.
- **Anything placed in the hole:** Is transported to another world, plane, or dimension (as determined by the referee).
- **Returning:** An identical hole exists at the destination location in the other world, allowing transit back and forth.
- **Picking up:** When placed upon a surface, picking up the cloth causes the hole to disappear. The cloth can be picked up from either world.
- **Moving the hole:** Picking up the hole and placing it in a different location opens a gateway to a different world, plane, or dimension.

# RODS, STAVES, WANDS

## Magic Rods, Staves, and Wands

d%	Item
01–06	Immovable Rod
07–15	Rod of Absorption
16–18	Rod of Captivation
19–24	Rod of Lordly Might
25–27	Rod of Parrying
28–30	Rod of Resurrection
31–33	Rod of Striking
34–40	Staff of Dispelling
41–49	Staff of Swarming Insects
50–55	Staff of the Healer
56–67	Staff of the Woodlands
68–82	Wand of Magic Missiles
83–97	Wand of Radiance
98–00	Wand of Summoning

## Usage

Unless otherwise noted in an item's description, rods, staves, and wands may be used by characters of the following types:

- **Rods:** Any character.
- **Staves:** Spell casters.
- **Wands:** Arcane spell casters.

## Charges

Unless noted in an item's description, rods, staves, and wands contain the following number of charges when found:

- **Rods:** 1d10 charges.
- **Staves:** 3d10 charges.
- **Wands:** 2d10 charges.

## Immovable Rod

A 4' length of metal which has the power to anchor itself to a point in space.

- **In combat:** The rod attacks as a +2 magic item, doing 1d6 damage. It can be hurled (range: 5'–20' / 21'–40' / 41'–60').
- **Anchoring:** A command word causes the rod to anchor itself to its current position in space. Once anchored, it can only be moved by a wish. (Even gravity does not move the rod.)
- **Releasing:** A second command word unanchors the rod.
- **Momentum:** If the rod is in motion when anchored, it continues its previous direction and speed of movement.
- **No charges:** Does not use charges; may be used an unlimited number of times.

## Rod of Absorption

Absorbs spells cast at the character and uses the absorbed energy to cast the character's own spells.

- **Usage restriction:** Only usable by spell casters (divine or arcane).
- **Spell absorption:** When a spell is cast at the character, the rod absorbs its energy, negating its effect. This uses one charge per level of the spell. The rod gains an equal number of stored energy levels.
- **Stored energy:** May be used to cast spells which the character has memorized. When doing so, a number of stored energy levels are expended equal to the level of the spell cast. Spells cast in this way are *not* lost from the character's memory.
- **Charges:** The rod has 50 charges.

## Rod of Captivation

Beguiles creatures of all kinds.

- **Effect:** All intelligent creatures (including those of animal intelligence) within 20' are charmed.
- **Resisting:** Creatures of human-level intelligence may **save versus spells (with a -2 penalty)** to resist.
- **Charmed creatures:** Regard the character as their trusted friend and ally and will come to the character's defence.
- **Commands:** If they share a language, the character may give the charmed creatures commands, which they will obey.
- **Subject's nature:** Commands that contradict a charmed creature's nature or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.
- **Duration:** 1 turn.

## Rod of Lordly Might

A thick metal rod with a spherical head and a set of 8 studs along the shaft. Pressing the studs activates a variety of magical and mundane effects.

- **Usage restriction:** Only usable by non-spell casting martial characters (e.g. fighters).
- **In combat:** The rod may be wielded as a mace +2. If the wielder has a STR of less than 16, they suffer a -2 penalty to attack rolls, due to the rod's weight.
- **Studs:** Have the following effects:
  - a. **Paralysis:** A creature touched must **save vs spells** or be paralysed for 6 turns. This consumes one charge.

- b. **Fear:** Creatures within a 60' cone (30' wide at the end) must **save versus spells** or flee in terror for 10 rounds. This consumes one charge.
- c. **Life drain:** A creature hit with the rod in melee (requiring an attack roll) suffers 2d4 damage. The wielder gains the same number of hit points (up to their normal maximum). This consumes one charge.
- d. **Flaming sword +1:** A flaming sword blade springs from the sphere, while the rod shortens to become the hilt. The sword casts light in a 30' radius and may be used to set things on fire (treat as a torch). Against fire-vulnerable foes, its attack bonuses increases: +2 vs bird-like creatures and creatures which cannot regenerate fire damage; +3 vs plant-creatures and undead.
- e. **Battle axe +3:** An axe blade springs from the sphere, while the rod lengthens to become the handle.
- f. **Spear +2:** A blade springs from the sphere, while the rod lengthens into a 6' long shaft.
- g. **Ladder:** The rod lengthens to up to 50' long, with horizontal climbing bars along both sides and spikes at either end. Attached to a solid surface at each end, the rod can support up to 40,000 coins of weight.
- h. **Orientation:** The wielder gains immediate knowledge of their elevation above/below ground and which direction is north.
- **When all charges are expended:** Studs a, b, c, d, and e no longer function.

## Rod of Parrying

A 5' metal rod which provides offensive and defensive capabilities in melee.

- **Attacking:** The rod attacks as a +2 magic item, doing 1d8 damage.
- **Parrying:** Instead of attacking, the character may use the rod to parry, gaining a +4 bonus to AC versus melee attacks for one round. It is not possible to parry with the rod when retreating from melee (see *Movement* under *Combat* in *Old-School Essentials Classic Fantasy*).
- **No charges:** Does not use charges; may be used an unlimited number of times.

## Rod of Resurrection

Has the power to return the dead to life.

- **Usage restriction:** Usable by divine spell casters only.
- **Effect:** A deceased person within 120' is restored to life with full hit points. A person who has been dead for up to 100 years may be resurrected. The number of charges expended depends on the race of the person (see table below).
- **Usage frequency:** The rod can be used at most once per day.

### Rod of Resurrection: Charges per Use

Subject's Race	Charges
Dwarf (incl. duergar)	3
Elf (incl. drow)	4
Gnome (incl. svirfneblin)	3
Half-elf	2
Halfling	2
Half-orc	4
Human	1
Other	4

## Rod of Striking

A rod which can be used as a weapon and is especially potent against constructs and chaotic extra-planar monsters.

- **Attacking:** The rod attacks as a +3 magic item, doing 1d8 damage.
- **Used against constructs:** (For example golems.) Each hit expends one charge and inflicts double damage. On a natural 20 attack roll, the construct is instantly destroyed.
- **Used against chaotic extra-planar monsters:** On a natural 20 attack roll, one charge is expended and triple damage is inflicted.

## Staff of Dispelling

Dispels any magical effect which is touched.

- **Spells:** If the caster of the spell effect to be dispelled is higher than 9th level, there is a 5% chance per level difference that the attempt to dispel will fail.
- **Magic items:** One-use magic items (e.g. potions, scrolls) are destroyed utterly. Permanent items (e.g. armour, weapons, wands) are rendered non-magical for 1d4 rounds.

## Staff of Swarming Insects

Has the power to summon a swarm of biting insects.

- **Divine magic:** Usable by divine spell casters only.
- **Summon swarm:** A target within 60' + 10' per level of the wielder is covered with biting insects. The target cannot act for 1 round and suffers 6 damage + 1 per level of the wielder. The insect swarm then dissipates.
- **Restrictions:** Creatures larger than human-sized or which have a natural AC better than 5 [14] are unaffected.

## Staff of the Healer

Has the power to heal those touched.

- **Divine magic:** Usable by divine spell casters only.
- **Healing:** Each usage has one of the following effects:
  - a. **Cure wounds:** 3d6+3 hit points.
  - b. **Cure disease**
  - c. **Cure blindness**
- **Usage frequency:** Each function can be used up to twice per day. A single subject can only be affected once per day.

## Staff of the Woodlands

An item of great druidic power, this staff may be used in melee and may evoke a number of different magical effects.

- **Druidic magic:** Usable by divine spell casters with access to druidic magic only.
- **Melee:** Acts as a +2 staff.
- **Animate tree:** Causes a large tree within 30' to come alive under the control of the wielder of the staff.
- **Spells:** Can cast: *animal friendship*, *speak with animals*, *wall of thorns*. (See *Advanced Fantasy: Druid and Illusionist Spells*.)

**Animated tree:** AC 2 [17], HD 8 (36hp), Att 2 × fist (2d6), THAC0 12 [+7], MV 30' (10'), SV D8 W9 P10 B10 S12 (8), ML 9, AL Lawful, XP 650, NA 1 (1), TT None

## Wand of Magic Missiles

Shoots magic missiles which hit their mark unerringly.

- **Missiles:** Each charge conjures a missile that unerringly hits a foe within 150', inflicting 1d6+1 damage.
- **Charges per round:** Up to 2 charges may be expended in a single round.

## Wand of Radiance

Has three different light-bringing effects.

- **Light:** Expending one charge conjures light in a 15' radius, lasting for 6 turns. The light may be caused to emanate from a location or object within 120'.
- **Continual light:** Expending 2 charges conjures permanent light with a 30' radius. The light may be caused to emanate from a location or object within 120'.
- **Burst of sunlight:** Expending 3 charges conjures a momentary flash of blazing golden light rays, emanating from a point within 120'. Undead creatures within 40' of the flash suffer 6d6 damage. Creatures viewing the flash must **save versus wands** or be blinded for 1 round.

## Wand of Summoning

Summons monsters to do the character's bidding.

- **1st level monsters:** Expending a charge summons 2d4 1st level monsters.
- **2nd level monsters:** Expending 2 charges summons 1d6 2nd level monsters.
- **3rd level monsters:** Expending 3 charges summons 1d4 3rd level monsters.
- **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.
- **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.
- **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.
- **Duration:** The monsters disappear after 1 round per level of the character.



# SWORDS

## Magic Swords

d%	Sword
01–09	Short Sword +2, Quickness
10–21	Sword –1, Berserker (Cursed)
22–33	Sword +1, +3 vs Reptiles
34–44	Sword +1, +3 vs Shape Changers
45–53	Sword +1, Dragon Slayer
54–61	Sword +1, Frost Brand
62–70	Sword +1, Giant Slayer
71–73	Sword +1, Luck Blade
74–76	Sword +1, Sharpness
77–79	Sword +1, Sun Blade
80–82	Sword +1, Wounding
83–85	Sword +2, Dancing
86–88	Sword +2, Nine Lives Stealer
89–91	Sword +2, Venger
92–94	Sword +2, Vorpal
95–97	Sword +3, Defender
98–00	Sword +3, Holy Avenger

## Type of Sword

Unless a rolled sword indicates that it is of a specific type (e.g. short sword, normal sword, two-handed sword), the referee may choose its type or may roll on the following table:

## Type of Sword

d6	Type of Sword
1–2	Short sword
3–5	Normal sword
6	Two-handed sword

## Short Sword +2, Quickness

Enables the bearer to strike with great speed.

► **Initiative:** When attacking with the sword, the wielder always strikes first in the round, as if they had won initiative.

## Sword –1, Berserker (Cursed)

When used in battle, causes the wielder to go into a berserk rage.

► **Indiscriminate attack:** The wielder attacks the closest creature, whether it is friend or foe. If the creature is killed, the wielder attacks the next nearest.

► **Ending the rage:** Only if the wielder dies or slays all within 60'.

## Sword +1, Dragon Slayer

Deadly to dragons, especially those of a specific type.

► **Dragon type:** Chosen randomly (e.g. red dragons, white dragons, etc.).

► **Used against specific type:** Acts as a +3 sword and inflicts double damage.

► **Used against other dragons:** Acts as a +3 sword.



### Sword +1, Frost Brand

Grants special benefits against fire and creatures with an affinity for fire.

- ▶ **In extreme cold, casts light:** 30' radius.
- ▶ **Grants an attack bonus:** +3 against fire-using or fire-dwelling creatures.
- ▶ **Can extinguish fire:** 50% chance of extinguishing a 10' radius area when thrust into fire. This also affects magical fire (but not instantaneous effects).
- ▶ **Protects against fire:** The wielder gains the following benefits:
  - a. **Normal fire:** Unharmed by non-magical fire.
  - b. **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
  - c. **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### Sword +1, Giant Slayer

Deadly to giants and giant-kin (e.g. ogres, ettins, etc.).

- ▶ **Used against giant-kin:** Acts as a +3 sword.
- ▶ **Used against true giants:** Acts as a +3 sword and inflicts double damage.

### Sword +1, Luck Blade

Grants the wielder protection and a number of wishes (see *Wishes*, under *Magic Items* in *Old-School Essentials Classic Fantasy*).

- ▶ **Protection:** +1 bonus to all saves.
- ▶ **Charges:** The sword grants a total of 1d4 wishes.
- ▶ **Wishing:** The wish must be spoken out loud by the wielder of the sword.

## Sword +1, Sharpness

An incredibly sharp blade which can sever extremities.

- **Severing:** On a natural 18, 19, or 20 attack roll, one of the target's extremities is severed. Against larger than human-sized targets, only a natural 19 or 20 severs, and against targets of solid stone or metal, only a natural 20.
- **Severed extremity:** Determined randomly, depending on the target (e.g. arm, leg, tail, tentacle, neck, etc.).

## Sword +1, Sun Blade

A sword of pristine, shining silver with an enchantment effective against the powers of darkness.

- **Used against shades:** Acts as a +3 sword against incorporeal creatures of shadow (e.g. spectres, shadows).
- **Whirling the blade:** Once per day, the wielder may whirl the blade above their head. This conjures a 60' radius globe of golden light which lasts for 1 turn.
- **Creatures affected by daylight:** Are affected by the globe of light as if it were full daylight.

## Sword +1, Wounding

Inflicts vicious, bleeding wounds.

- **Bleeding:** After being hit, the target suffers 1 additional point of damage per round (up to a maximum of 10 rounds).
- **Multiple wounds:** Each deal additional damage per round.
- **Stopping bleeding:** Bandaging a wound stops it bleeding and negates further damage.
- **Healing:** Damage from the sword cannot be healed by magic or regeneration.
- **Restrictions:** Constructs and creatures without blood are unaffected by the sword's wounding effect.

## Sword +2, Dancing

A sword with the power to attack of its own accord, dancing out of its owner's hand.

- **Activating:** Before the sword may be released to attack independently (called "dancing"), the wielder must attack with it for 4 consecutive rounds.
- **Dancing:** The sword attacks for 4 rounds, using the owner's THAC0. After 4 rounds it returns to its owner's hand.
- **Range:** The sword can dance within 30' of its owner. If the two are separated more than 30', the sword ceases to dance, falling to the ground.

AFT32: 59mm wide, 115mm high

## Sword +2, Nine Lives Stealer

Has the power to suck the soul out of living creatures.

- **Natural 20:** On a natural 20 attack roll, the target must **save versus spells** or have their soul sucked out (instant death). If the save succeeds, the sword inflicts normal damage.
- **Charges:** The sword can steal nine souls in total. Once this many souls have been drained, it becomes a normal magical sword +2.
- **Restrictions:** Non-living creatures are unaffected.

## Sword +2, Venger

Magically attacks any opponent that attacked the wielder.

- **Initiative:** When wielding this sword in combat, the character always attacks last in the round, as if they had lost initiative.
- **Revenge attacks:** In addition to the character's normal attack, they may make an extra attack with the sword against any opponent who attacked them in melee this round. Each revenge attack requires an attack roll and, if it hits, inflicts normal damage.

## Sword +2, Vorpai

An incredibly sharp blade which can decapitate enemies.

- **Severing:** On an attack roll of natural 18, 19, or 20, the target is decapitated. Against larger than human-sized targets, only a natural 19 or 20 decapitates, and against targets of solid stone or metal, only a natural 20.
- **Restrictions:** Creatures without a head are unaffected. Some creatures with heads (e.g. constructs, elementals) are not killed by decapitation.



## Sword +3, Defender

Can grant a bonus to attack or to defence, determined by the wielder each round.

- **Defence:** At the start of each combat round, the wielder may choose to transfer all or part of the sword's +3 bonus to an AC bonus against melee attacks. The bonus lasts until the end of the round.

## Sword +3, Holy Avenger

A holy sword which grants special bonuses to lawful divine spell casters.

- **Save bonus:** The wielder gains a +4 bonus to saves against magic.
- **Used against chaotic creatures:** Inflicts double damage.
- **Used by other lawful characters:** The sword functions as a +1 sword, without the other advantages described above.
- **Touched by a non-lawful character:** The sword inflicts 1d6 damage per round to neutral characters and 2d6 per round to chaotic characters.

# WEAPONS

AFT34: 125mm wide, 27mm high

## Magic Weapons

d%	Weapon
01–05	Arrow +1, Slaying
06–10	Crossbow +1, Distance
11–15	Crossbow +1, Speed
16–20	Crossbow +2, Accuracy
21–25	Dagger +1, Buckle
26–30	Dagger +1, Throwing
31–35	Dagger +1, Venomous
36–40	Dagger +2, Biter
41–45	Javelin of Lightning (1d4+1 javelins)
46–50	Javelin of Seeking (2d4 javelins)
51–55	Mace +1, Disrupting
56–65	Sling Bullet +1, Impact (1d4 bullets)
66–75	Spear –1, Backbiter (Cursed)
76–80	Staff +1, Growing
81–85	Trident –2, Yearning (Cursed)
86–90	Trident +1, Fish Command
91–95	Trident +1, Submission Trident +2, Warning
96–00	War Hammer +3, Thunderbolts

## Arrow +1, Slaying

An arrow specially enchanted to kill a certain type of foe. The arrow has an unusual appearance that indicates its special nature and purpose.

- **Type of foe:** Should be selected by the referee. (e.g. birds, spiders, dragons, magic-users, mammals, undead, etc.).
- **Fired against a foe creature:** Acts as a +3 arrow. If the attack hits, the foe is instantly slain.

## Crossbow +1, Distance

An enchanted crossbow which can fire up to double the normal range.

- **Ranges:** Short: 5'–160' / 161'–320' / 321'–480'.

## Crossbow +1, Speed

An enchanted crossbow which can fire with great rapidity.

- **If using the optional reload rule:** (See *Weapons and Armour* in *Old-School Essentials Classic Fantasy*.) The crossbow can be reloaded so rapidly that it may fire every round in combat.
- **Otherwise:** The crossbow always attacks first in the round, as if the wielder had won initiative.

## Crossbow +2, Accuracy

An enchanted crossbow which can fire with precision, even at long range.

- **Range modifiers:** Attack rolls with this weapon are never modified for range.
- **Maximum range:** Is not increased by the enchantment.

## Dagger +1, Buckle

An ornamental belt buckle which can transform into a magical dagger.

- **Activating:** The owner must simply grasp the buckle and will it to become a dagger.
- **Returning:** After use, the blade may be returned to its buckle form by touching it to the belt and willing it to transform.

## Dagger +1, Throwing

A finely balanced dagger ideal for use as a missile weapon.

- **Range:** The dagger has double the normal throwing range: 5'–20' / 21'–40' / 41'–60'.
- **Damage:** When used as a missile weapon, the dagger inflicts double damage on a successful hit.

## Dagger +1, Venomous

A dagger that magically injects venom into the victim when it strikes true.

- **Natural 20:** If the wielder rolls an attack roll of natural 20, the dagger injects venom into the victim (**save versus death** or die instantly).

## Dagger +2, Biter

A broad-bladed dagger which has special properties in the hands of a demihuman of smaller than human size.

- **Length:** The blade lengthens to that of a short sword, inflicting 1d6+2 damage.
- **Against wood or stone:** On a successful hit against a foe composed of wood or stone, the blade inflicts maximum damage.

## Javelin of Lightning

A magical javelin which explodes in a stroke of lightning when it hits.

- **On a successful hit:** The javelin explodes in a stroke of lightning 5' wide and 30' long (leading from the target 30' back towards the character who hurled the javelin). All within the area (including the target who was hit) suffer electrical damage.
- **Electrical damage:** 20 points (**save versus spells** for half). The target hit by the javelin may not make a saving throw.
- **Javelin consumed:** When it explodes into lightning, the javelin is destroyed.

## Javelin of Seeking

A magical javelin which can launch itself at a target on command.

- **Command word:** Speaking the correct command word causes the javelin to fly out of the character's hands to seek the indicated target (up to 90' distant).
- **Seeking:** The javelin can fly in any direction to reach its target, including around obstacles or corners. The character must make an attack roll with a +6 bonus to determine if the javelin hits.
- **On a successful hit:** The javelin inflicts 1d4+6 damage.
- **Once only:** The javelin may only be commanded to launch itself once. Afterwards, it is a normal, non-magical javelin.

## Mace +1, Disrupting

A mace enchanted as a powerful bane against undead monsters.

- **Touched by a chaotic character:** The mace inflicts 5d4 damage.
- **Used against undead:** On a successful hit, the mace inflicts double damage and has a chance of destroying the monster (**save versus death** or be instantly annihilated).

## Sling Bullet +1, Impact

A cast metal sling bullet which inflicts additional damage on an accurate hit.

- **Examining:** The bullet is engraved with fine runes.
- **On a successful hit:** If the attack roll was higher than the minimum roll required to hit the target, the bullet inflicts additional damage. The additional damage is equal to the actual attack roll minus the minimum required to hit the target. For example, if an attack roll of 12 or more is required to hit a target and a 16 is rolled, the bullet inflicts 4 additional points of damage to the target.

## Spear -1, Backbiter (Cursed)

A cursed spear which attacks its wielder.

- **Natural 1:** On an attack roll of natural 1, the spear inflicts damage on its wielder.

## Staff +1, Growing

A staff of sturdy wood, banded with iron at each tip. The staff has the power to grow and shrink on command.

- **Size:** The staff can be any length between 6' and 12'
- **Reach:** The wielder can attack foes at up to the staff's length distant.

AFT35: 59mm wide, 193mm high

## Tridents

Tridents are treated as spears, for combat purposes (1d6 damage). They cannot be thrown.

## Trident +1, Fish Command

A trident enchanted with the power to empathically control fish.

- **Commanding fish:** Speaking a command word causes all fish within 60' to **save versus spells** or be charmed. This consumes one charge.
- **Failed save:** The fish obeys empathic commands from the wielder, who can control its movement and behavioural state (e.g. anger, fear, hunger, etc.). The charm lasts as long as the fish can see the trident and the one who wields it.
- **Successful save:** The fish is not charmed, but will not approach closer than 10' to the wielder of the trident.
- **Schools of fish:** May be treated as a single entity, rather than making a save for each individual fish.
- **Charges:** 1d4+16.

## Trident +1, Submission

A trident enchanted with the power to demoralise foes.

- **Successful hits:** The target must **save versus spells** or be demoralised. This consumes one charge.
- **Demoralised targets:** Must make a morale check or surrender. The demoralisation lasts for 2d4 rounds.
- **Charges:** 1d4+16.

## Trident +2, Warning

An enchanted trident which can warn the wielder of marine predators.

- **Detecting:** On command, the trident can detect all hostile marine predators within 240' (including those which are hunting). The scan takes one round and consumes one charge.
- **Charges:** 1d6+18.

## Trident -2, Yearning (Cursed)

A cursed trident which causes one who touches it to be overcome with a yearning to immerse themselves in deep water.

- **Curse:** The wielder is instantly compelled to seek out the nearest body of water sufficient to fully submerge themselves in.
- **Breathing:** The trident does not grant any special ability to breathe underwater.

## War Hammer +3, Thunderbolts

A war hammer of unusually large size and weight. In the hands of a very strong character, it has several magical powers.

- **Minimum STR:** Only characters of 17 STR or higher can wield the hammer.
- **Hurling:** The hammer may be hurled as a missile weapon, with a range of 60'.
- **Successful hits when hurled:** A great clap of thunder rings out, stunning all within 30' (**save versus paralysis** or be unable to move or act for 3 rounds).
- **After being hurled:** The hammer returns to the wielder's hands.
- **Frequency of hurling:** The hammer may be hurled at most 3 times in the space of 1 turn (i.e. 3 times per combat).



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+2, Nine Lives Stealer; Sword +2, Vorpall; Sword +3, Holy Avenger; Talisman of the Sphere; Trident +1, Fish Command; Trident +2, Warning; Vacuous Grimoire; Well of Many Worlds.

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